

NAME
Forgeborn
KIN

PALADIN

DESCRIPTION

LEVEL

3

ONE UNIQUE THING

TALENTS

Undaunted When you gain a temporary effect, save against it immediately. HH128
Bastion See *FEATURES POWERS & SPELLS*. HH126
Paladin's Challenge See *FEATURES POWERS & SPELLS*. HH128

BACKGROUNDS

BACKGROUND BONUS

SKILL CHECK = **3** (LEVEL) + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

#D6	+/-/*	ICON	5+	USED
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>

* + positive, ± conflicted, or - negative relationship.

ABILITY SCORES

ARMOR CLASS

SCORE	MODIFIER	SCORE	MODIFIER	SCORE	MODIFIER	SCORE	MODIFIER	SCORE	MODIFIER	SCORE	MODIFIER
19	+4	13	+1	17	+3	12	+1	10	+0	14	+2
STRENGTH		DEXTERITY		CONSTITUTION		WISDOM		INTELLIGENCE		CHARISMA	

PHYSICAL DEFENSE

MENTAL DEFENSE

DEFENSES & INITIATIVE

INITIATIVE	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
+4	22	16	16
	Blessing of Heaven: You can use CHA instead of DEX to calculate AC.		

BASIC MELEE ATTACK

Warhammer
WEAPON
3d8+4
HIT DAMAGE

18 / 3
AVG MISS

+7
VS AC

BASIC RANGED ATTACK

Longbow
WEAPON
3d8+1
HIT DAMAGE

15 / -
AVG MISS

+4 +4
NEAR-FAR VS AC

HIT POINTS & RECOVERIES

27	55	-28	8
STAGGERED	MAX HP	DEAD	MAX RECOVERIES

CURRENT HP	RECOVERIES	AVERAGE
		26
		3d12+6
		RECOVERY DICE

TEMP HP	DEAD

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

FEATURES, POWERS, & SPELLS

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Quick	Lay On Hands	Close-quarters spell. Use one of your recoveries to heal yourself or an ally you can touch. Allies use their own recovery dice, and heal +4 extra hp.	HH125
Free	Smite	Add your Smite damage bonus of +11 on hit. Do not spend on miss.	HH126
-	Rugged	You can use d12s for your recovery dice.	HH46
Free	Bastion	When a nearby ally is hit by an attack, you can choose to loose hit points equal to half that damage and have your ally only take half the damage.	HH126
Free	Paladin's Challenge	Any time you hit an enemy with a melee attack you can challenge them. While you and your challenged enemy are capable of attacking, you both take a -4 penalty to attacks and disengages against any other creatures. Both you and the challenged monster can ignore the penalty to attacks for the round if they make an attack roll against the other creature in the challenge. You can only have one enemy challenged at a time. Challenges end when you or the target drop to Ohp, if you challenge a new enemy, or optionally if a target flees far away from you.	HH128
Free	Adventurer Feat	Once per battle when the escalation die is 1+, deal +10 damage when you Challenge.	

USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
	<input type="checkbox"/> Smite	<input type="checkbox"/> Smite*
	<input type="checkbox"/> Bastion	<input type="checkbox"/> Lay On Hands
	<input type="checkbox"/> Challenge Adv Feat	<input type="checkbox"/> Bastion

* You can use Smite once per battle, plus an additional number of times per arc equal to your CHA modifier.

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

changes/refresh at new level changes at new level or with incremental advance refresh at new arc refresh at end of battle

MAGIC ITEMS

3

MAX ATTUNED

MORE FEATURES, POWERS, & SPELLS			
ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	Assist	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	Disengage	Roll <i>disengage check</i> (11+, +1 per each engaged foe beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int	Intercept	While unengaged, move to engage enemy that is moving past you.	HH296
Std	Rally	Spend a recovery to heal: If used, quick action normal save (11+) to use again:	HH298

[illegible][illegible]

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

Heavy Armour	16	1	17	GOLD
ARMOR	ARMOR AC	+SHIELD	=BASE AC	
Warhammer	Longbow			
MELEE WEAPON	RANGED WEAPON			

FEATURE	TIER	FEATURE	TIER
Lay on Hands	A	Strong Recovery	A
Paladin's Challenge	A		A

— INCREMENTAL ADVANCES —

△ GAIN NEXT LEVEL FEAT	△ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9
△ INCREASE MAX HP TO NEXT LEVEL	△ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7
△ +1 MAGICAL ITEM ATTUNEMENT	△ GAIN NEXT LEVEL TALENT AT LEVEL 4/7
△ GAIN NEXT LEVEL POWER OR SPELL	△ GAIN NEXT LEVEL SMITE
△ +1 TO SKILL & INITIATIVE CHECKS	△ +1 TO MENTAL DEFENSE
△ +1 TO PHYSICAL DEFENSE	

PALADIN BASE ARMOR			PALADIN WEAPON DAMAGE/ATTACK PENALTY					
ARMOR	BASE AC	ATK	WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
POPE	10	+0	SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	—	d4/+0
LIGHT	12	+0	LIGHT/SIMPLE	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
HEAVY	16	+0	RAPIERS, SHORTSWORDS, SPEARS, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS)					
SHIELD	+1	+0	HEAVY/MARTIAL	d8/+0	d10/+0	—	d8/+0	d8/+0
			LONGSWORDS, BATTLEAXES, HALBERDS, LONGBOWS, HEAVY CROSSBOWS)					

 changes/refresh at new level
  changes at new level or with incremental advance
  refresh at new arc
  refresh at end of battle